

SYSTEM AND METHOD FOR RECORDING AND DISPLAYING A GRAPHICAL PATH IN A VIDEO GAME

ABSTRACT OF THE DISCLOSURE

A system and method for recording and displaying a graphical path in a video game is provided. Upon initiation of a time-trial run, the player views a color-coded previous game path that dynamically changes color based upon a current elapsed time associated with the time-trial run, elapsed times associated with the previous game path, and character states associated with the previous game path. The previous game path may include, but is not limited to, a “best time” path, a “worst time” path, and an “average time” path. In one embodiment of the invention, the player may gauge game progress as measured against the “best time” path as displayed via a series of path markers, and subsequently varies player character input controls to optimize performance against a player character associated with the “best time” path.